IN THE CLAIMS:

1. (Currently Amended) A method, comprising:

receiving streaming media in a client device from a streaming server over an air interface,

storing the received streaming media temporarily in a temporary store at the client device before playing,

detecting a cell reselection event in the mobile client device, and

in response to the detected cell reselection event, said mobile client device requesting the streaming server ~~with an application level request~~ to send streaming media which the mobile client device is not able to receive due to the cell reselection, at a rate higher than the playing rate of the media so as to increase ~~wherein the streaming media is temporarily stored in a temporary store, such as a buffer, at the client device before playing, wherein~~ a degree of fullness of the temporary store, ~~decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty, and said requesting is performed without pausing playback at the mobile client device~~

wherein the requesting comprises:

requesting to switch to sending a lower bit rate streaming media encoded with a bit rate lower than an original bit rate; and

requesting to speed up transmission of the lower bit rate streaming media, so as to reach an original transmission bit rate.

2. (Previously Presented) A method according to claim 1, wherein the streaming server is provided with a starting point at which to start sending the requested streaming media.

3. (Previously Presented) A method according to claim 1, wherein streaming server sends the streaming media which the mobile client device is not able to receive due to said cell reselection as well as a remaining portion of streaming media in response to the request.

4. (Previously Presented) A method according to claim 1, wherein the cell reselection comprises a cell reselection period during which the mobile client device is not able to receive streaming media, the method comprising:

sending from the mobile client device to the streaming server, after the cell reselection period, a resending request which requests the streaming server to resend streaming media which the mobile client device was not able to receive during the cell reselection period.

5. (Previously Presented) A method according to claim 4, wherein the resending request is generated according to real time streaming protocol.

6. (Previously Presented) A method according to claim 4, wherein the resending request is implemented by a real time streaming protocol PAUSE/PLAY message pair.

7. (Cancelled)

8. (Currently Amended) A method according to ~~claim 7~~ claim 1, wherein the temporary store has a size longer in time than a cell reselection period.

9. (Cancelled)

10. (Currently Amended) A method according to ~~claim 9~~ claim 1, wherein a bandwidth or desired transmission bit rate with speeding factor is communicated to the streaming server in a request.

11. (Currently Amended) A method according to ~~claim 9~~ claim 1, wherein the streaming media is stored at the mobile client device at a rate higher than the playing rate.

12. (Currently Amended) A method according to ~~claim 9~~ claim 1, wherein the streaming server is subsequently requested to resume an original configuration.

13. (Cancelled)

14. (Original) A method according to claim 1, wherein the streaming server has a set of media streams available for transmission in which the same media content has been encoded at different bit rates.

15. (Previously Presented) A method according to claim 14, wherein information on the available set of media streams is beforehand communicated to the mobile client device in a streaming session setup.

16. (Previously Presented) A method according to claim 15, wherein the streaming server is requested to switch from sending a higher bit rate media stream to sending a lower bit rate media stream at an increased speed.

17. (Previously Presented) A method according to claim 1, wherein the streaming media comprise one of the following: a video stream, an audio stream, another stream of single media, a multimedia stream.

18. (Previously Presented) A method according to claim 1, wherein the streaming server sends streaming media to the mobile client device via a mobile communications network.

19. (Previously Presented) A method according to claim 1, wherein the mobile communications network comprises a mobile packet radio network, such as a general packet radio service network.

20. (Previously Presented) A method according to claim 1, wherein said cell reselection is performed between two base stations which are selected from a group comprising: base stations belonging to a general packet radio service system, base stations belonging to a third generation mobile communications system.

21. (Currently Amended) A mobile client device, comprising:

a receiver configured for receiving streaming media from a streaming server over an air interface,

a temporary store configured for temporarily storing the received streaming media before playing,

a protocol stack configured for detecting a cell reselection event in the mobile client device, and

a processing unit configured for requesting in response to the detected cell reselection event, ~~with an application level request~~ from said mobile client device, the streaming server to send streaming media which the mobile client device is not able to receive due to a cell reselection, at a rate higher than the playing rate of the media so as to increase ~~wherein the streaming media is temporarily stored in a temporary store, such as a buffer, at the client device before playing and wherein~~ a degree of fullness of the temporary store, ~~decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty, and said requesting is performed without pausing playback at the mobile client device~~

wherein the requesting comprises:

requesting to switch to sending a lower bit rate streaming media encoded with a bit rate lower than an original bit rate; and

requesting to speed up transmission of the lower bit rate streaming media, so as to reach an original transmission bit rate.

22. (Currently Amended) A streaming server, comprising:

a transmitter configured for sending streaming media to a mobile client device,

a receiver configured for receiving ~~an application level~~ a request requesting the streaming server to send streaming media which the mobile client device is not able to receive due to a cell reselection, at a rate higher than the playing rate of the media so as to increase a degree of fullness of a temporary store at the client device, in which temporary store streaming media received at the mobile client device is temporarily stored before playing, said ~~application level~~ request having been sent by said mobile client device upon detecting a cell reselection event in the mobile client device~~; and~~, said request comprising:

requesting to switch to sending a lower bit rate streaming media encoded with a bit rate lower than an original bit rate; and

requesting to speed up transmission of the lower bit rate streaming media, so as to reach an original transmission bit rate, and wherein the streaming server comprises:

a processing unit configured for acting upon the received request~~, wherein the streaming media is temporarily stored in a temporary store, such as a buffer, at the client device before playing and wherein a degree of fullness of the temporary store decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty, and said requesting is performed without pausing playback at the mobile client device~~.

23. (Currently Amended) A system comprising a streaming server and a mobile client device, for streaming of media from the streaming server to the mobile client device over an air-interface, the system comprising, at the mobile client device:

a receiver configured for receiving streaming media from the streaming server over the air interface,

a temporary store configured for temporarily storing the received streaming media before playing,

a protocol stack configured for detecting a cell reselection event in the mobile client device, and

a processing unit configured for sending, in response to the detected cell reselection event, ~~an application level~~ a request to the streaming server to send streaming media which the mobile client device is not able to receive due to a cell reselection, at a rate higher than the playing rate of the media so as to increase a degree of fullness of the temporary store, wherein the request comprises:

requesting to switch to sending a lower bit rate streaming media encoded with a bit rate lower than an original bit rate; and

requesting to speed up transmission of the lower bit rate streaming media, so as to reach an original transmission bit rate, the system further comprising, at the streaming server:

a transmitter configured for sending streaming media to a mobile client device,

a receiver configured for receiving said ~~application level~~ request sent by said mobile client device upon detecting a cell reselection event in the mobile client device; and

a processing unit configured for acting upon the received request~~, wherein the streaming media is temporarily stored in a temporary store, such as a buffer, at the client device before playing and wherein a degree of fullness of the temporary store decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty, and said requesting is performed without pausing playback at the mobile client device~~.

24. (Currently Amended) A computer readable medium having a computer program stored thereon and executable in a mobile client device, the computer program comprising:

program code causing the mobile client device to receive streaming media sent from a streaming server;

program code causing the mobile client device store the received streaming media temporarily in a temporary store at the client device before playing;

program code causing the mobile client device to detect a cell reselection event in the mobile client device; and

program code for causing the mobile client device to request in response to the detected cell reselection event~~, with an application level request,~~ the streaming server to send streaming media which the mobile client device is not able to receive due to a cell reselection, at a rate higher than the playing rate of the media so as to increase ~~wherein the streaming media is temporarily stored in a temporary store, such as a buffer, at the client device before playing and wherein~~ a degree of fullness of the temporary store~~, decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty, and said requesting is performed without pausing playback at the mobile client device~~

wherein the requesting comprises:

requesting to switch to sending a lower bit rate streaming media encoded with a bit rate lower than an original bit rate; and

requesting to speed up transmission of the lower bit rate streaming media, so as to reach an original transmission bit rate.

25. (Currently Amended) A computer readable medium having a computer program stored thereon and executable in a streaming server, the computer program comprising:

program code causing the streaming server to send streaming media to the mobile client device,

program code for causing the streaming server to receive ~~an application level~~ a request requesting the streaming server to send streaming media which the mobile client device is not able to receive due to a cell reselection, at a rate higher than the playing rate of the media so as to increase a degree of fullness of a temporary store at the client device, in which temporary store streaming media received at the mobile client device is temporarily stored before playing, the request having been sent in response to detecting a cell reselection event in the mobile client device~~; and~~, said request comprising:

requesting to switch to sending a lower bit rate streaming media encoded with a bit rate lower than an original bit rate; and

requesting to speed up transmission of the lower bit rate streaming media, so as to reach an original transmission bit rate, and

program code for causing the streaming server to act ~~for acting~~ upon the received request~~, wherein the streaming media is temporarily stored in a temporary store, such as a buffer, at the client device before playing and wherein a degree of fullness of the temporary store decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty, and said requesting is performed without pausing playback at the mobile client device~~.

26. (Previously Presented) A mobile client device according to claim 21, wherein the request comprises a starting point at which to start sending the requested steaming media.

27. (Previously Presented) A mobile client device according to claim 21, wherein the cell reselection comprises a cell reselection period during which the mobile client device is not able to receive streaming media, wherein

the mobile client device is configured to send to the streaming server, after the cell reselection period, a resending request which requests the streaming server to resend streaming media which the mobile client device was not able to receive during the cell reselection period.

28. (Previously Presented) A mobile client device according to claim 21, wherein the mobile client device is configured to use a resending request in accordance with real time streaming protocol.

29. (Cancelled)

30. (Cancelled)

31. (Cancelled)

32. (Previously Presented) A streaming server according to claim 22, wherein the streaming server comprises a memory for storing a set of media streams which are available for transmission in which the same media content has been encoded at different bit rates.

33. (Previously Presented) A streaming server according to claim 22, wherein the streaming server is configured to communicate information on the available set of media streams beforehand to the mobile client device in a streaming session setup.

34. (Cancelled)

35. (Cancelled)

36. (Cancelled)

37. (Cancelled)

38. (Cancelled)

39. (New) A method according to claim 1, wherein said requesting to send streaming media comprises requesting with an application level request.

40. (New) A method according to claim 1, wherein the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty.

41. (New) A method according to claim 1, wherein said requesting is performed without pausing playback at the mobile client device.

42. (New) A method according to claim 1, wherein the requesting comprises requesting to speed up transmission of the lower bit rate streaming media at a transmission bit rate higher than the original transmission bit rate.

43. (New) A method according to claim 1, wherein the requesting comprises:

specifying a starting point to start sending the lower bit rate streaming media, based on a time of a last received frame before cell reselection; and

specifying a stopping point to stop sending the lower bit rate streaming media, by adding a filling period to the starting point.

44. (New) A method according to claim 43, wherein

the starting point is adjusted such that there will be an intra frame in the lower bit rate streaming media at the starting point; and

the stopping point is adjusted such that there will be an intra frame in the original bit rate streaming media at the stopping point.

45. (New) A mobile client device according to claim 21, wherein said requesting to send streaming media comprises requesting with an application level request.

46. (New) A mobile client device according to claim 21, wherein the streaming server is requested to send the not received streaming media although the temporary store has not become totally empty.

47. (New) A mobile client device according to claim 21, wherein said requesting is performed without pausing playback at the mobile client device.

48. (New) A mobile client device according to claim 21, wherein the requesting comprises requesting to speed up transmission of the lower bit rate streaming media at a transmission bit rate higher than the original transmission bit rate.

49. (New) A mobile client device according to claim 21, wherein the requesting comprises:

specifying a starting point to start sending the lower bit rate streaming media, based on a time of a last received frame before cell reselection; and

specifying a stopping point to stop sending the lower bit rate streaming media, by adding a filling period to the starting point.

50. (New) A mobile client device according to claim 49, wherein

the starting point is adjusted such that there will be an intra frame in the lower bit rate streaming media at the starting point; and

the stopping point is adjusted such that there will be an intra frame in the original bit rate streaming media at the stopping point.

51. (New) A streaming server according to claim 22, configured for receiving the request requesting the streaming server to send streaming media which the mobile client device is not able to receive due to the cell reselection, wherein said request is an application level request.

52. (New) A streaming server according to claim 22, configured for acting upon the received request, wherein the request comprises:

a starting point to start sending the lower bit rate streaming media, based on a time of a last received frame before cell reselection; and

a stopping point to stop sending the lower bit rate streaming media, specified by adding a filling period to the starting point.

53. (New) A streaming server according to claim 52, wherein

the starting point is adjusted such that there will be an intra frame in the lower bit rate streaming media at the starting point; and

the stopping point is adjusted such that there will be an intra frame in the original bit rate streaming media at the stopping point.